

GAME BOY ADVANCE

AGB-BRGE-USA

# YU YU HAKUSHO™ GHOST FILES TOURNAMENT TACTICS

戦術格闘

INSTRUCTION BOOKLET

ATARI



**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**



## **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions**  
**Altered vision**

**Eye or muscle twitching**  
**Involuntary movements**

**Loss of awareness**  
**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.



## **WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

## **WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



*The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.*

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



**THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.**



### **Important Legal Information**

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department.

The contents of this notice do not interfere with your statutory rights. This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.

LICENSED BY



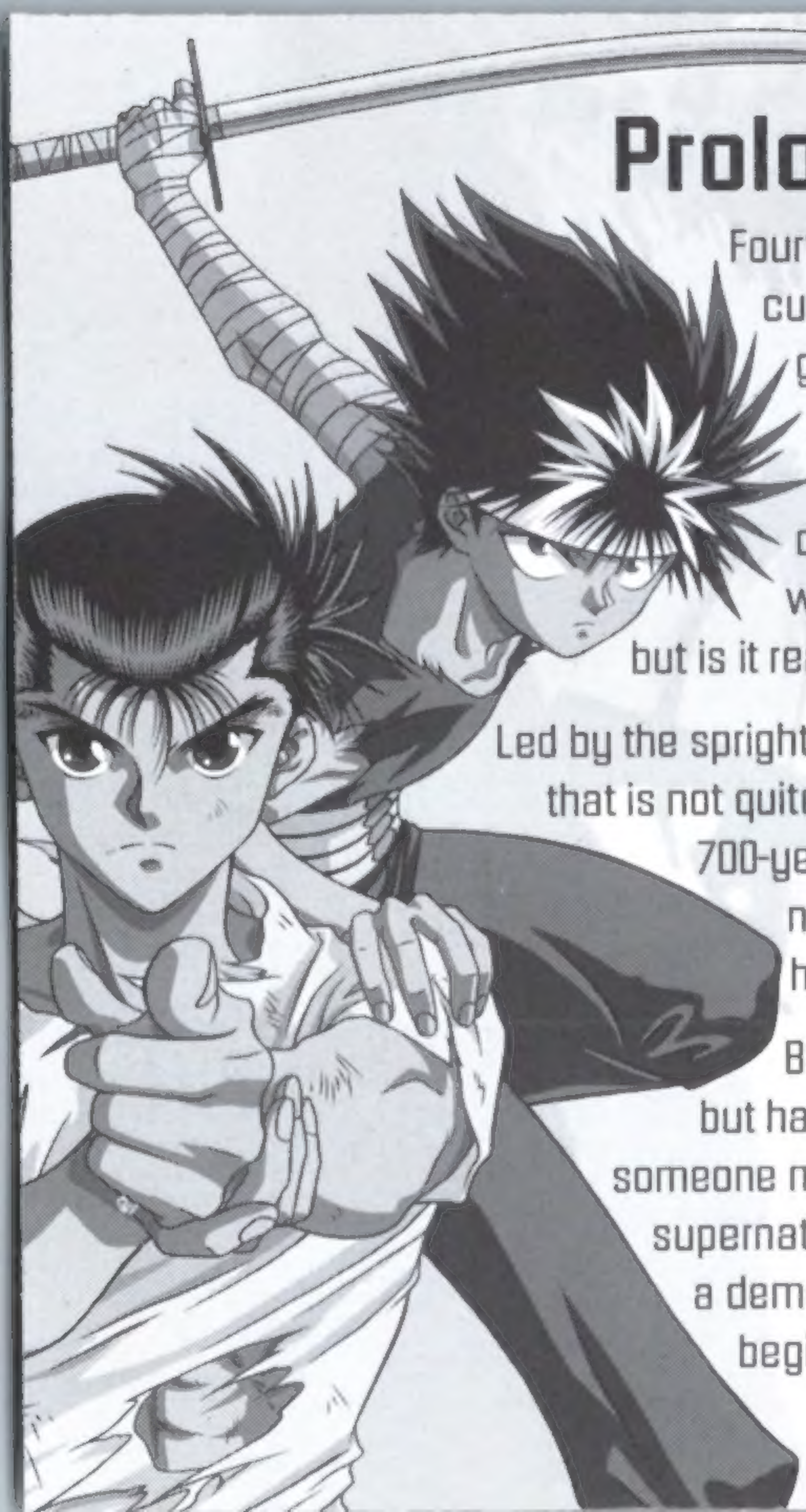
NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.  
© 2001 NINTENDO. ALL RIGHTS RESERVED.



# Table of Contents

Prologue .....	4
Getting Started .....	5
Controls .....	5
Saving and Loading .....	8
Main Menu .....	8
Object of the Game .....	9
Playing the Game .....	10
Battle .....	15
Skills List .....	18
Characters .....	21
Credits .....	21
Atari Web Sites .....	24
Technical Support .....	25
End-User License Agreement .....	27





# Prologue

Fourteen-year-old Yusuke\* Urameshi is having a typical day. He's cutting class at school, having arguments with his teachers, and getting into fistfights with his rival Kuwabara\*. Hey — when you're the toughest kid in town, you have a reputation to maintain!

But then Yusuke\* does something that betrays his killer rep. He dives in front of a speeding car to push a little boy out of harm's way! Yusuke\* makes the ultimate sacrifice for the sake of another, but is it really time for this brash young man's life to come to an end?

Led by the sprightly, pink-robed Botan after saving the boy, Yusuke\* enters a realm that is not quite normal — Spirit World. There, Yusuke\* meets Koenma, a 700-year-old ruler with the body of a toddler, pacifier and all! But there's no room for laughs, as Koenma gives Yusuke\* an ordeal to restore his life — hatching a Spirit Beast!

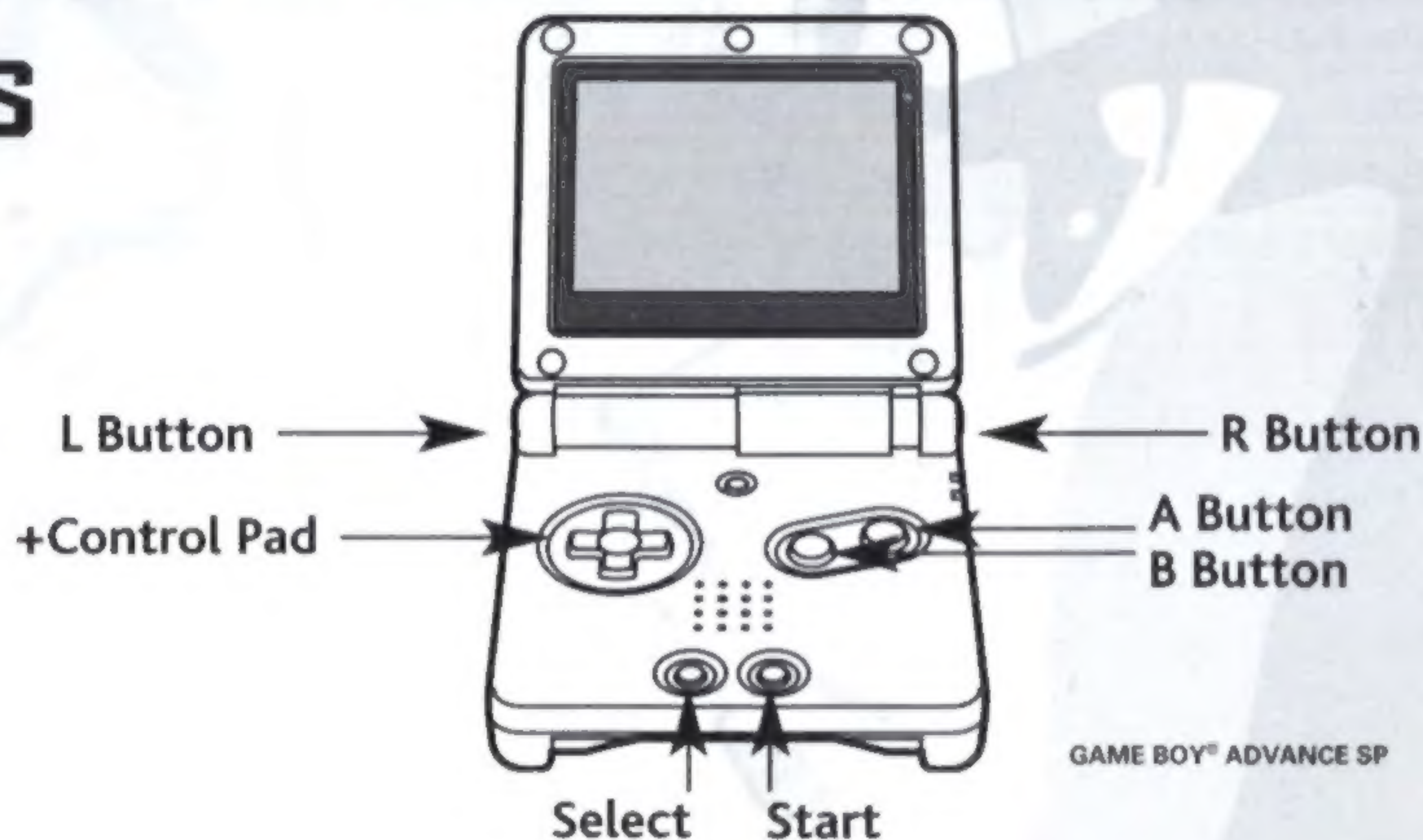
By completing a series of tasks, Yusuke\* has reclaimed his life, but has only one day to be revived by someone's kiss—and that someone might be Kuwabara\*! Back in the flesh, Yusuke\* finds he can see supernatural creatures hiding in the living world and quickly hunts down a demon criminal. With this move, he learns his adventure is only beginning. Yusuke\* is a Spirit Detective.



# Getting Started

1. Switch the Nintendo® Game Boy® Advance system OFF. Never insert or remove a Game Pak while the Game Boy Advance is ON.
2. Insert the *Yu Yu Hakusho: Tournament Tactics*™ Game Pak into the slot on the Game Boy Advance. Press firmly to ensure the Game Pak is correctly inserted.
3. Switch the Game Boy Advance ON. The title screen should appear. If the title screen fails to appear, return to step 1.
4. When the title screen appears, press START to proceed to the Main Menu.

## Controls





# Menu Controls

CONTROL	ACTION
+Control Pad	Navigate menu cycle menu choices
A Button	Accept
B Button	Back

## Team Select Menu Controls

CONTROL	ACTION
+Control Pad	Turn character wheel
A Button	Add character to team
B Button	Remove character from team
R Button / L Button	View skills and stats for highlighted character
SELECT	Inventory screen
START	Begin battle



# Inventory Menu Controls

CONTROL	ACTION
+Control Pad	Select item
A Button	Pick item to add or remove from inventory
B Button	Return to Team Select screen
R Button / L Button	Cycle through players and their items

# Character Menu Controls (During Battle)

CONTROL	ACTION
+Control Pad	Cycle through Action Menu items
A Button	Confirm
B Button	Cancel
R Button / L Button	View skills and stats for highlighted character
SELECT	Initiative order chart
START	Resume / Goal / Quit



# Saving and Loading

To save your progress while playing, press **START** while on the main map. Select "Save" from the Pause menu. **Note:** This will overwrite your previous save in that slot.

To load a saved game, select Start from the Main Menu and press the **A Button**. Select a saved game and press the **A Button** to load it. Press the **B Button** to return to the Main Menu. Press **START** to delete the selected saved game.

# Main Menu

Use the **+Control Pad** to highlight a menu option. Press the **A Button** to select that option.

**Start:** Begin a game. You will be taken to the "Saving And Loading" screen, where you can start a new game or continue a saved game.

**Options:** Go to the Options menu, where you can adjust the music and sound effects volume.

**Credits:** View a list of people who helped make this game.

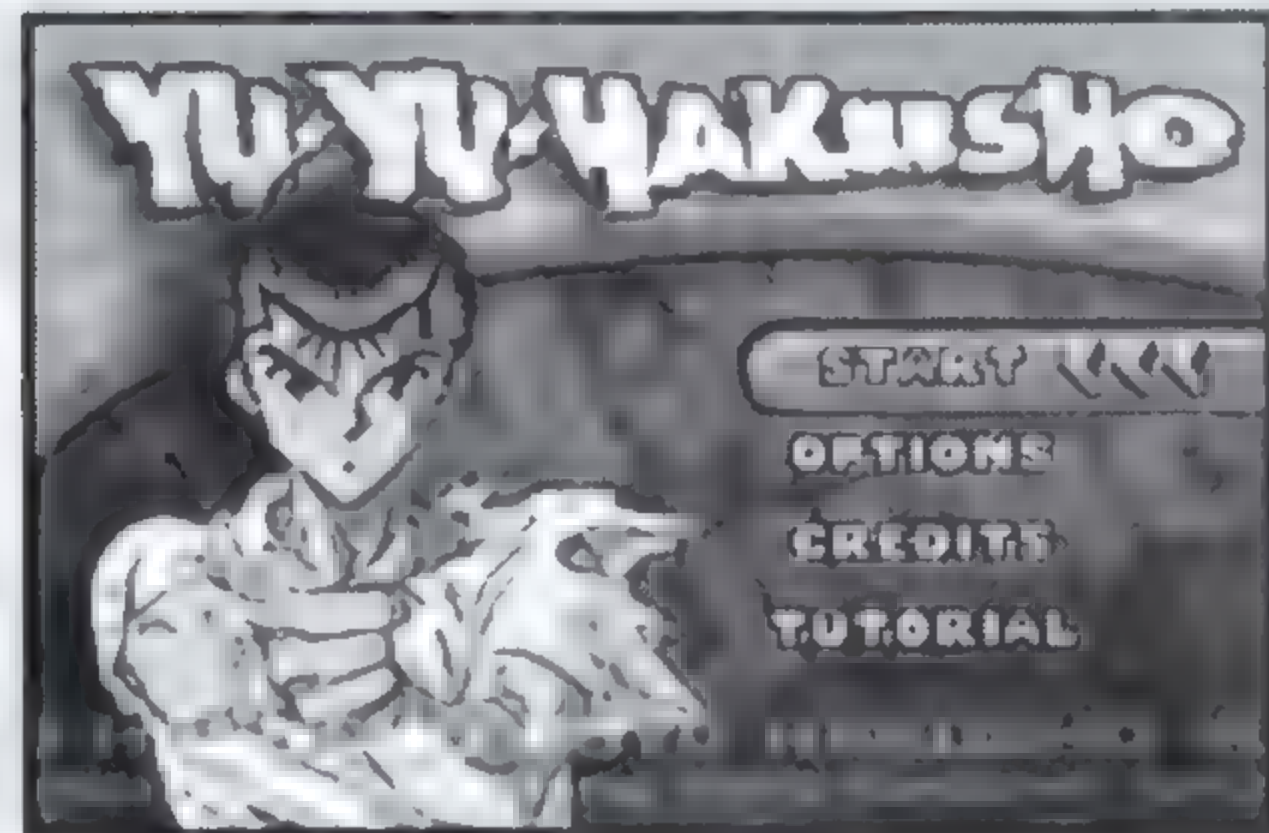


# Object of the Game

## The Dark Tournament...

It is the fiercest fighting competition on either side of reality.

Organized by human businessmen who make their fortune in the underbelly of the black market, and muscled by the most notoriously cutthroat demons Spirit World has to offer.



Each millionaire assembles a team of five fighters, and the teams fight to the death.

Sometimes, a special team is invited to the tournament as guests, made of fighters who have earned a reputation for causing trouble. Participation is not a choice for them. This year, one such team exists.

Yusuke', Kuwabara', Kurama™, Hiei', and the mysterious masked fighter are this year's special guests.

And so, it begins...

*Yu Yu Hakusho: Tournament Tactics™* is a tactical strategy game based on the *Yu Yu Hakusho: Dark Tournament™* series. Starting as Yusuke Urameshi, you progress through the game defeating enemies and gaining allies in the Dark Tournament as you work your way to the final goal; defeating Toguro and winning the Dark Tournament.

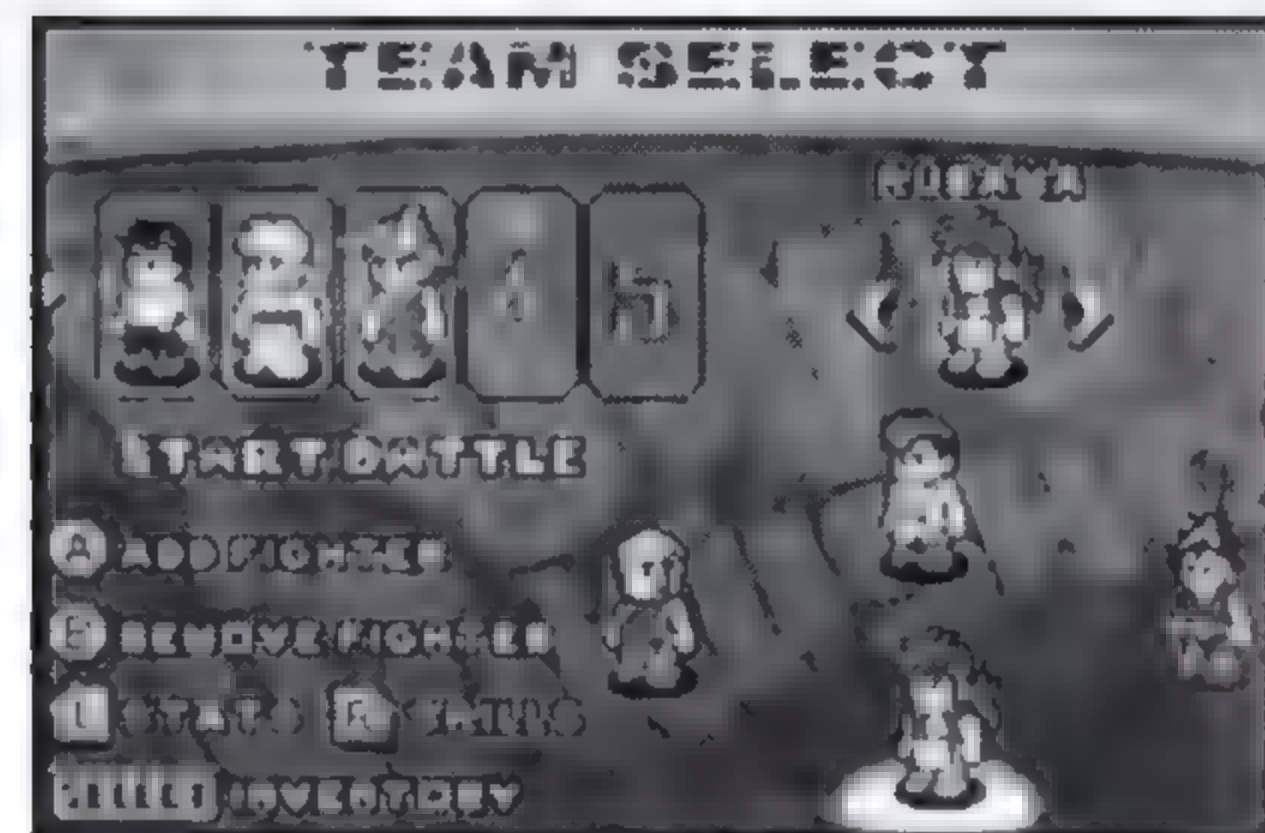
Each of the ten characters you can play has unique abilities that can help Team Urameshi win the tournament. The playable characters include Yusuke', Masked Fighter™, Hiei', Kurama™, Kuwabara', Yukina™, Chu™, Rinku™, Touya™ and Jin™. Similar to the Dark Tournament, you may only select five characters to use at a time. But just because those rules apply to you, don't expect your enemies to play fair.



# Playing The Game

## Team Select

A Button	Add a player to your team
B Button	Drop a player from the team / Return to previous screen
R Button	Skills menu
L Button	Stats menu
SELECT	Inventory screen
START	Begin battle



**Note:** You can press the **L Button** or the **R Button** repeatedly to rotate through each of the primary menus.

## Skills Menu

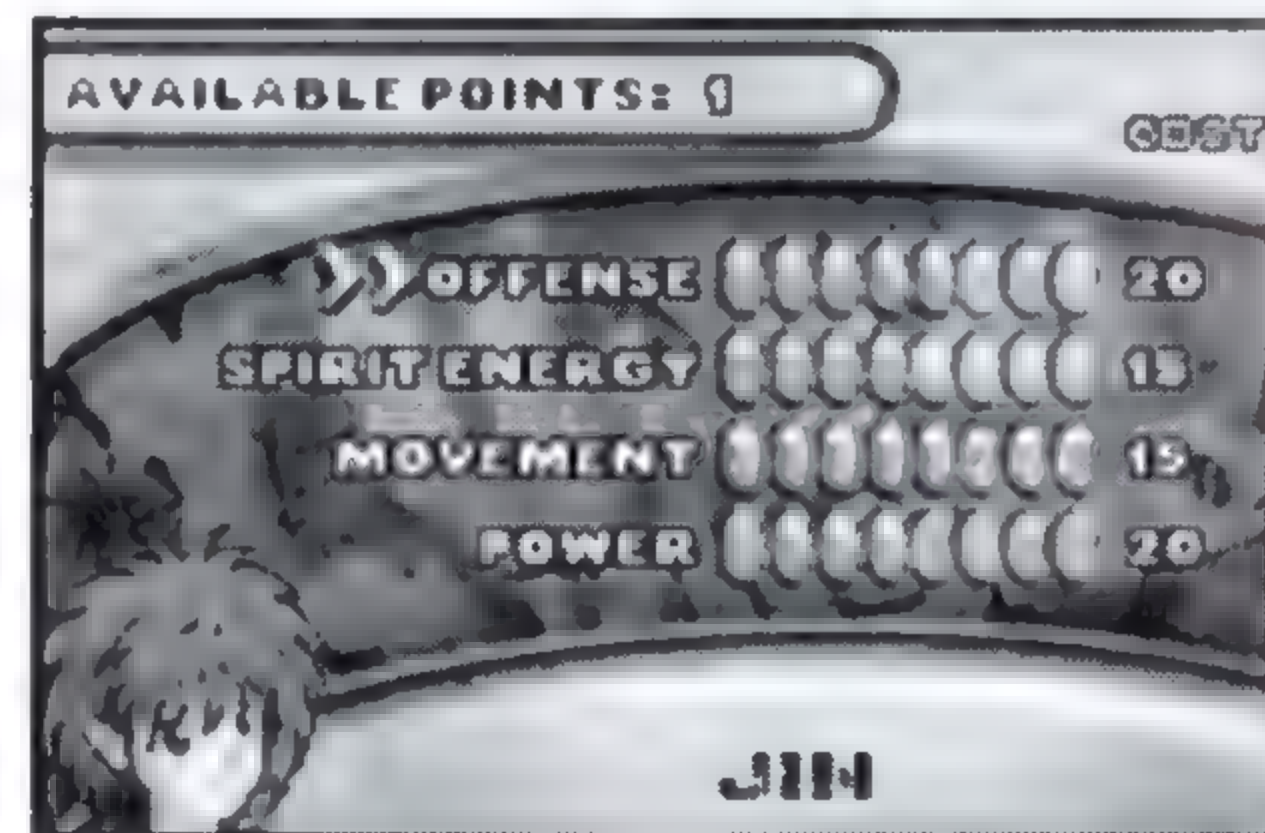
As a character levels, he is awarded skill points that he can "spend" on increasing his skills.

**Offense:** Melee damage

**Spirit Energy:** Spirit Energy

**Movement:** Initiative

**Power:** Hit points





**Note:** Each character is unique and has moves that unlock at different points along the Skills menu. For example, Yusuke' unlocks Spirit Gun at level 1 of Spirit Energy and Spirit Punch at level 4 of Power.

## Stats Menu

**Character Name:** Character name

**Experience:** Current experience / points needed to reach next level

**Level:** Level

**Hit Points:** Current hit points / total hit points

**Spirit Energy:** Current Spirit Energy / total Spirit Energy

**Offense:** Total number of Offense skills unlocked

**Spirit:** Total number of Spirit Energy skills unlocked

**Movement:** Total number of Movement skills unlocked

**Power:** Total number of Power skills unlocked

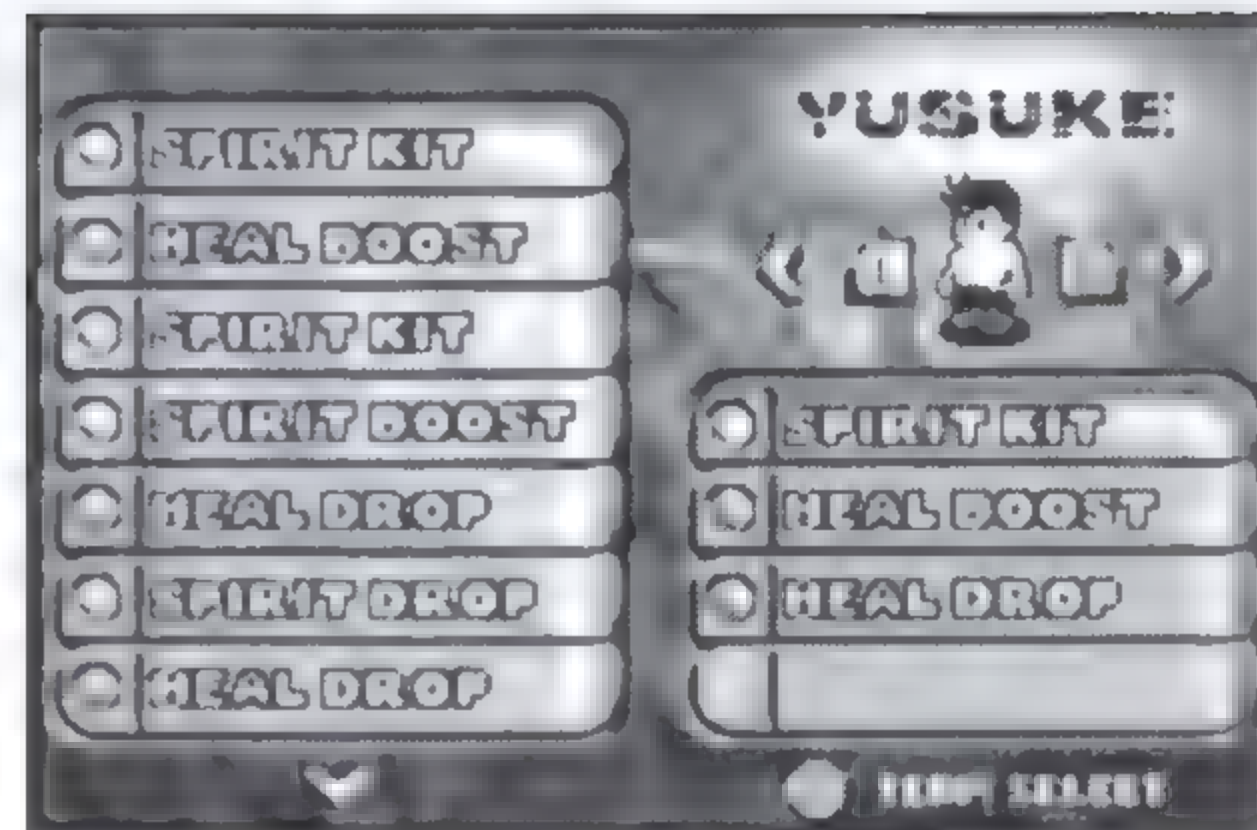




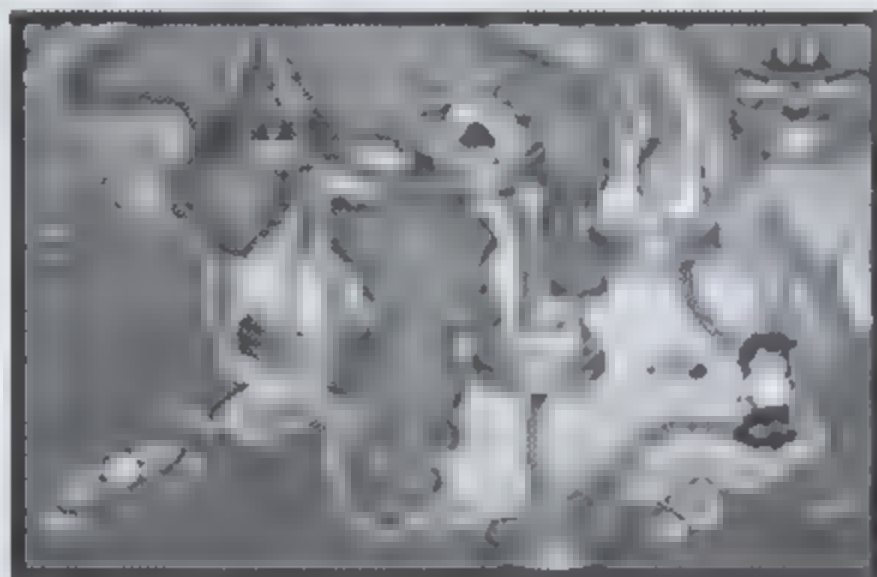
# Item Menu

The Item Menu lists available items, including heal boosts, Spirit Energy boots, heal rings and attack rings. Any character can equip these items.

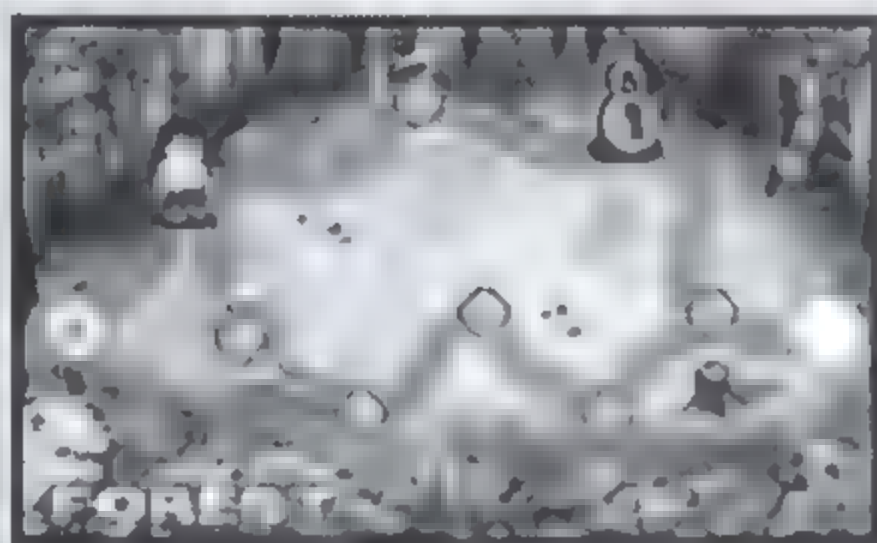
To change characters, press the **+Control Pad** ◀ ▶. Press the **A Button** to select an item.



# Maps



This is the main map that shows all of the areas in the game. Use the **+Control Pad** to highlight a location and then press the **A Button** to enter the area map of that location.



The area maps are where your team will enter battles. Press the **A Button** on a map spot to enter a battle. Red spots indicate a battle has already been won, and a flashing spot indicates your next fight. Press the **B Button** to exit to the main map.



# Action Menu

You select your characters' actions from the Action Menu:

**Move:** Move to a different spot on the landscape. When you select Move, the ground will highlight to show where your character can go.

**Attack:** This opens the Attack Menu, which lists available attacks and their Spirit Energy cost.

**Overdrive:** If your character has built up enough damage to enemies, you can launch a devastating Overdrive attack.

**Focus:** Opens the Focus Menu, which lists alternate moves (see "Focus Menu" on page 14).

**Wait:** Choose this to make a character skip the current turn.



# Attack Menu

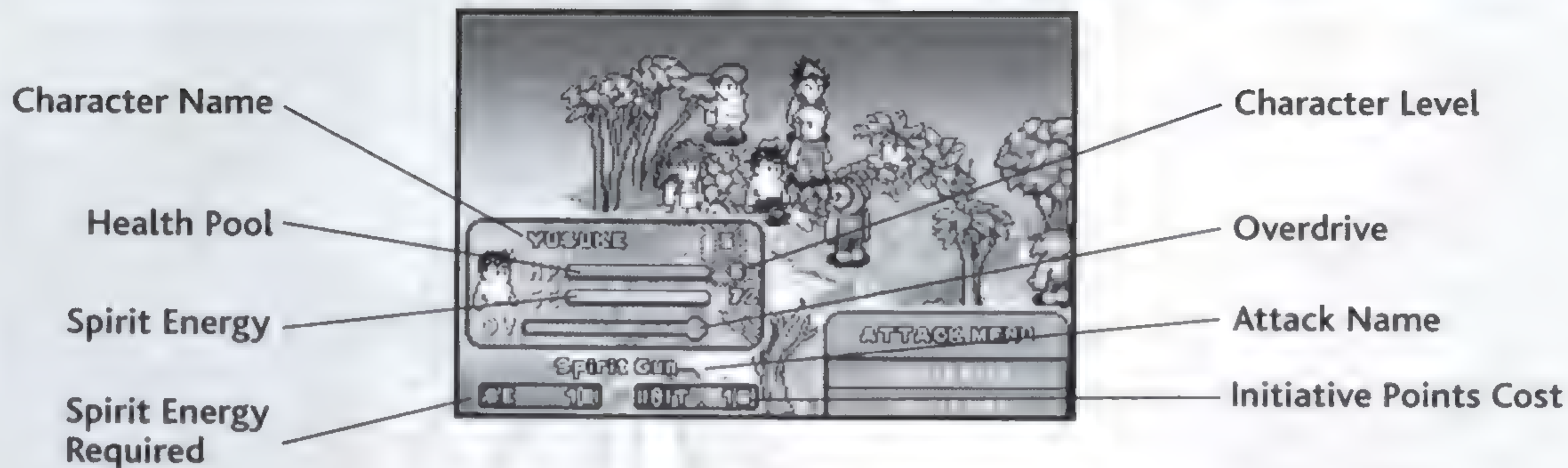
The Attack Menu will vary by character, depending on which attacks are unlocked.

Select an attack from the menu and then choose an enemy. As you highlight an enemy, information about him appears on the screen.

Once you choose an attack, a window opens to display the following information:







## Focus Menu

**Defend:** Decrease damage taken

**Taunt:** Pull enemies away from a friendly player toward the taunting character

**Mend:** Replenish some hit points on selected character

**Recharge:** Replenish some Spirit Energy Points on selected character

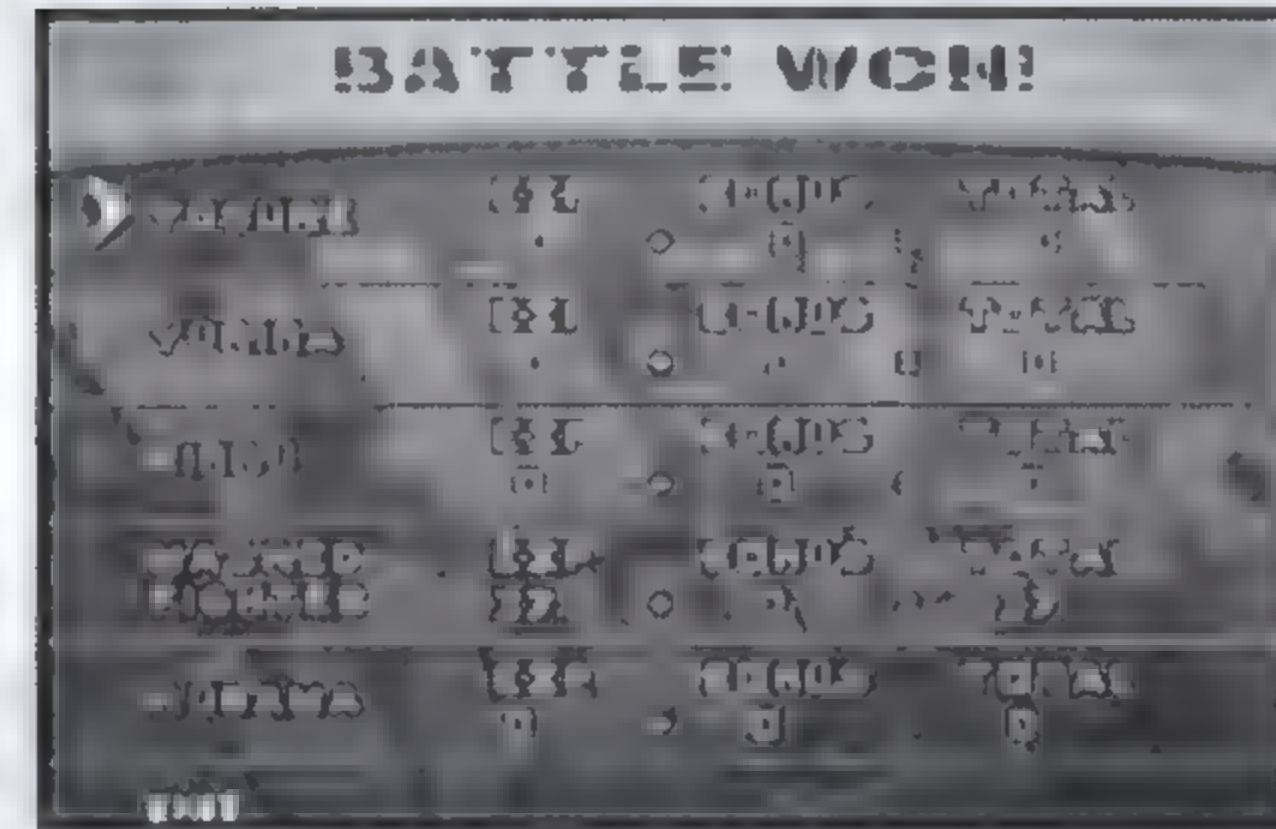




# Battle Summary

The Battle Summary screen appears following a successful battle. The symbol on the right shows if a character has leveled up.

Press the **+Control Pad** to select a character and press the **A Button** to display the Stats Menu for that character. Press **START** to return to the Main Map.



# Battle

You will have three basic forms of attack during the game

**Melee:** This is when you attack the enemy right next to your square in one of the directions you are facing.

**Ranged:** This is where you fire a projectile at the enemy who is one square away, the range will vary from each move.

**Area Effect:** You can hit multiple enemies with one attack that covers a set area of squares. You can aim at some area attacks, while others will surround your character.

There are two types of attacks: melee and Spirit Energy. Melee attacks are kicks, punches and weapon attacks. Spirit Energy attacks use Spirit Energy points from your energy pool.



# Spirit Energy

Every character has a number of Spirit Energy points available. This number increases as a character gains levels.

Each attack that uses spirit energy costs Spirit Energy points. For example, Yusuke's Spirit Gun costs 12 Spirit Energy, and his more powerful Spirit Shotgun costs 55 Spirit Energy.

Melee attacks do not require Spirit Energy points.

# Initiative

The initiative system determines the order in which all characters move. All the actions a character takes add to his initiative number. If a character uses a high number of initiative points, he or she must wait longer for his or her next turn. Remember to check the initiative number of a move before you use it.

During the game, you will be able to see which character is at the top of the list and ready. You can look at the Order list by pressing **SELECT** while on the strategy map.



## Example

CHARACTER NAME	INITIATIVE ROUND 1	IP COST FOR CURRENT ACTION	INITIATIVE ROUND 2
Yusuke	2	3	5
Minotaur Demon	2.5	3	5.5
Hiei	3	1.5	4.5
Flying Demon	3.5	2	5.5
Kurama™	4	2.5	6.5
Roto	5	4	9
START	Begin Battle		

In this example, the order of the attackers in Round 1 would be Yusuke', Minotaur Demon, Hiei', Flying Demon, Kurama™ and Roto, because the lowest number is fastest. In Round 2, the character with the lowest initiative would be Hiei' with 4.5, Yusuke' with 5, then a random choice of the Minotaur or the Flying Demon with 5.5. Kurama™ would be next with 6.5 and Roto would again be last with 9.

Focus Actions, such as Mend, Taunt, Defend and Recharge, also require IP.



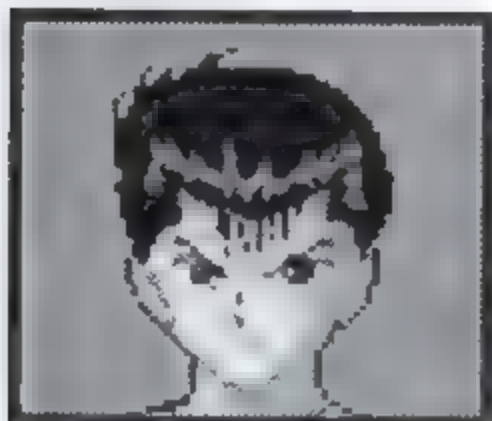
# Skills List

NAME	EFFECT	BASED ON
Initiative	Initiative	Movement
Spirit Damage	Spirit damage	Spirit
Melee Damage	Melee damage	Offense
Movement	Movement	Movement
Critical %	Chance to strike a critical blow	Offense / Power
To Hit	Ability to hit an enemy	Offense
To Dodge	Ability to dodge an enemy	Movement
Melee Resist	Ability to reduce melee damage	Power
Spirit Resist	Ability to reduce spirit energy attacks	Spirit
Lethality	Damage variance	Spirit / Movement

Each character has a variety of statistics that are based off of the primary skills. As you increase a character's skills when you level up that character, you also increase other abilities. For example, when a character's Movement skill increases, it increases his or her ability to move more squares per round, which increases that character's initiative and ability to dodge attacks.

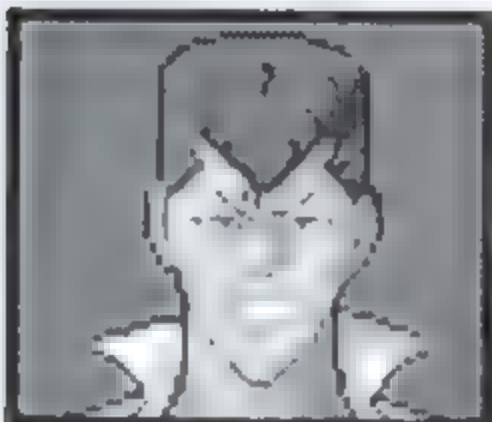


# Characters



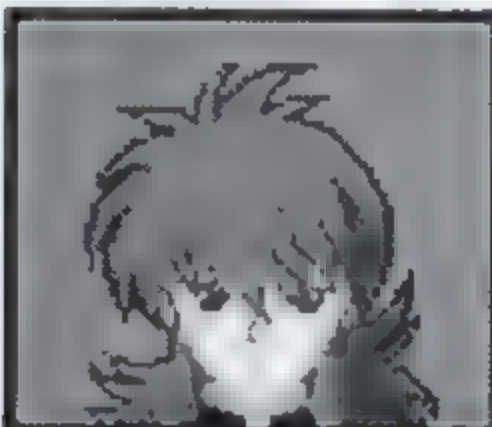
***Yusuke***<sup>®</sup>

**Unlockable Moves:** Spirit Kick, Spirit Wave, Spirit Gun, Spirit Shotgun, Mega Gun, Spirit Combo



***Kuwabara***<sup>®</sup>

**Unlockable Moves:** Spirit Sword, Long Sword Strike, Energy Blade Storm, Super Sword, Spirit Swatter, Double Sword



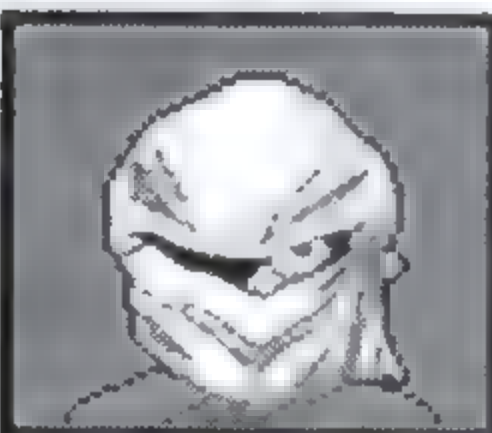
***Kurama***<sup>™</sup>

**Unlockable Moves:** Rose Whip, Thorn Wheel, Death Seed, Yoko Death Plant, Whip Slash Fury, Snap Kick



***Hiei***<sup>®</sup>

**Unlockable Moves:** Mortal Flame, Darkness Sword, Darkness Flame, Dragon Summon, Sword Splitter, 18 Slash Jagan



***Masked Fighter***<sup>™</sup>

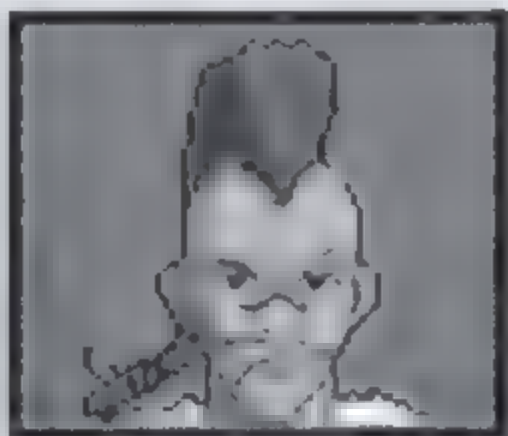
**Unlockable Moves:** Spirit Kick, Spirit Gun Double, Air Shotgun, Giant Blast Gun, Reflection Blast, Rapid Punch





## ***Rinku***<sup>TM</sup>

**Unlockable Moves:** Quick Kick, Yo Yo Shock Bite, Yo Yo Shot, Serpent Calling, Serpent Snare, Poison Strike



## ***Chu***<sup>TM</sup>

**Unlockable Moves:** Stumbling Fist, Crusher Kick, Spirit Ball Shot, Power Shot, Head Butt, Rapid Jabs



## ***Yukina***<sup>TM</sup>

**Unlockable Moves:** Frozen Wind, Frozen Tears, Focused Healing, Healing Ring, Hero Healing, Rallying Strength



## ***Touya***<sup>TM</sup>

**Unlockable Moves:** Frozen Fist Combo, Cold Spires, Ice Sword Swing, Icicle Falls, Ice Driver, Shards Of Ice Blast



## ***Jin***<sup>TM</sup>

**Unlockable Moves:** Wind Punches, Double Tornado, Crush, Tornado Raid, Wicked Tornado, Tornado Fist, Fly By Kick.



# Credits

## Atari

Mark Flitman

*Senior Producer*

Matt Collins

*Senior Brand Manager*

Jim Boone

*Executive Producer*

Paul Hellier

*Director of Technology*

Tom Nichols

*Director of Marketing*

Chris Munson

*Licensing Specialist – Strategic  
Marketing*

Steve Martin

*Director of Creative Services*

Liz Mackney

*Director of Editorial & Documentation  
Services*

Kristine Meier

*Art Director*

Kelly Wolnik

*Graphic Designer*

Kurt Carlson

*Documentation Specialist*

Paul Collin

*Copywriter*

Michael Gilmartin

*Director of Publishing Support*

Bill Carroll

*Q.A. Manager*

Ken Ford

*I.T. Manager/Western Region*

Michael Vetsch

*Manager of Technical Support*

Chuck Nunez

*Q.A. Testing Supervisor*

Jason Cordero

Jason Kausch

*Q.A. Supervisors*

Ray Cicero

*Lead Tester*

Marco Mah

*Assistant Lead Tester*

Andrew Blomquist

Howell Selburn

*Testers*

Dave Strang

*Engineering Services Manager*

Ken Edwards

*Engineering Services Specialist*

Eugene Lai

*Engineering Services Technician*

Dan Burkhead

*Engineering Services*

Cecelia Hernandez

*Sr. Manager Strategic Relations*

Joy Schneer

*Sr. Manager Strategic Relations*

Arthur Long

*Strategic Relations Specialist*

Jon Nelson

*Director, Global Web Services*

Scott Lynch

*Producer, Online*

Gerald "Monkey" Burns

*Senior Programmer, Online*

Richard Leighton

*Senior Web Designer, Online*

Sarah Horton

*Online Marketing Manager*



Todd Curtis  
*Vice President, Operations*

Eddie Pritchard  
*Director of Manufacturing*

Lisa Leon  
*Lead Senior Buyer*

Gardnor Wong  
*Senior Buyer*

Tara Moretti  
*Buyer*

Janet Sieler  
*Materials Planner*

Nichole Mackey  
*Process Planner*

## **Sensory Sweep**

Dave Rushton  
*President*

Michael Gjere  
*Executive Producer*

Tony Rushton  
*Producer*

Ricardo "Cardy" Godina  
*Associate Producer*

Ricardo Godina  
Michael Gjere  
Tony Rushton  
Devon Hargraves  
Darrel Cameron  
Mike Hathaway  
Jason Ablett

*Game Design*

Chris Wright  
*Lead Artist/ Art Director*

Nicole Mott  
*Character Art*

Don Milham  
*Lead Programmer*

Bryce Carroll  
*Programmer*

Richard Terrell  
*Programmer*

Rachel Wright  
*Interface Artist*

Jenna Kernker  
*Environment Artist*

Patrick Spens  
*Animation/Effects*

Dillon Thompson  
*Artist*

Mike Hathaway  
*Lead QA*

Donn Gjere  
*QA*

## **Special Thanks**

Peter Armstrong

Nate Birkholz

Dave Degnan

## **FUNimation**

Jeremy Snead  
*Interactive Licensing Manager*

Chris Lundeen  
*Interactive Licensing Coordinator*

Bob Brennan  
*Licensing Director*

Cindy Fukunaga  
*VP Marketing*

Barry Watson  
*VP Production*

Justin Cook  
*ADR Manager*



# Notes



# Notes



# Notes



# Atari Web Sites

To get the most out of your new game, visit us at:

**[atari.com/us](http://atari.com/us)**

If you would like to chat with other gamers, as well as developers, visit our Community Forum area at:

**[ataricommunity.com](http://ataricommunity.com)**

**Kids, check with your parent or guardian before visiting any web site.**

**Chat Messages:** Atari does not monitor, control, endorse, or accept responsibility for the content of chat messages. You are strongly encouraged not to give out identity or other personal information through chat message transmissions. Kids, check with your parent or guardian if you are concerned about any chat you receive.

Use of Atari web sites is subject to terms and conditions, which you can access at:

**[atari.com/us/tos](http://atari.com/us/tos)**



# Technical Support (U.S. & Canada)

## Help Via the Internet

Up-to-the-minute technical information about Atari products is generally available 24 hours a day, 7 days a week via the Internet at:

**atarisupport.com**

Through this site you'll have access to our **FAQ** (Frequently Asked Questions) documents, our **Hints/Cheat Codes** if they're available, and an **E-Mail** area where you can get help and ask questions if you do not find your answers within the **FAQ**.

**Note:** In the event we must send you a Hint Sheet, FAQ document, patch or update disc via E-mail, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are available at the web site listed above.

## Help Via Telephone in the United States & Canada

For phone assistance, call **Atari Technical Support** at **(425) 951-7108**. Our **Interactive Voice Response** system is generally available 24/7, providing automated support solutions immediately.

This console-based product has automated support, which includes information such as gameplay tips, information on Control Keys, possible Cheat Code combination keys, and instructions for finding secret screens and/or additional game levels (if these type of items exist and are made available for this particular product).

Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more quickly. All you need to do is enter the product's **Part #** when prompted to do so. This will take you directly to all of our known issues



and solutions for this title. The product's **Part #** is located in several places (on the CD label, Game Pak, package and/or plastic disc case, if applicable) and is usually identified by a number such as **04-12345**. When prompted by the Automated System, enter the **last five digits** of your product's Part #. (For example, Part # 04-12345 would require that you enter the "12345" portion of the number for that product.) **Note:** Some products simply feature a five-digit Part # without an "04-" prefix.

Live support is generally available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time). **Note:** We may be closed on major holidays.

### **Product Return Procedures in the United States & Canada**

In the event our technicians at **(425) 951-7108** determine that you need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician, and your telephone number in case we need to call you. You will receive the mailing address when the technician gives you the RMA#. Any materials not containing this RMA# will be returned to you unprocessed.

### **Warranty Policy in the United States & Canada**

If our technicians determine that the product storage medium is found to be defective within ninety (90) days of original purchase, (unless otherwise provided by applicable law), Atari will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging.



# End-User License Agreement

**IMPORTANT — READ CAREFULLY:** Please be sure to carefully read and understand all of the rights and restrictions described in this End-User License Agreement ("EULA").

## AGREEMENT

This document is an agreement between you and Atari, Inc. and its affiliated companies ("Company"). The enclosed software game disc(s), cartridge or Game Pak ("Software") and any accompanying printed materials are licensed to you only on the condition that you accept all of the terms contained in this EULA.

By opening this package and installing or otherwise using the Software you agree to be bound by the terms of this EULA. If you do not agree to the terms of this EULA you may not install or use the Software and within 15 days of purchase you must call the Tech Support telephone number listed in the manual accompanying the Software (the "Manual"). Select the Automated Phone System's Main Menu option for Consumer Services and follow the prompts.

You will be given a Return Merchandise Authorization number (RMA #) by the technician. You then have 15 days from the date of this contact to return the Software in its protective covering, the Manual and the original sales invoice to the address supplied to you.

If this is a PC product, when you install the Software you will be asked to review and either accept or not accept the terms of the EULA by clicking the "I Accept" button. By clicking the "I Accept" button you acknowledge that you have read the EULA, understand it and agree to be bound by its terms and conditions.



## **COPYRIGHT**

The Software is protected by copyright laws and international copyright treaties, as well as other intellectual property laws and treaties. All title and copyrights in and to the Software (including but not limited to any images, photographs, animations, video, music, text and "applets" incorporated into the Software) and any printed materials accompanying the Software are owned by the Company or its Licensors.

## **GRANT OF LICENSE**

The Software is licensed and not sold to you and its use is subject to this EULA. The Company grants you a limited, personal, non-exclusive license to use the Software in the manner described in the user documentation. The Company reserves all rights not expressly granted to you in this EULA.

## **PERMITTED USES**

1. If the Software is configured for loading on a hard drive, you may install and use the Software on a single computer.
2. You may make and maintain one copy of the Software for backup and archival purposes, provided that the original and copy of the Software are kept in your possession.
3. You may permanently transfer all your rights under this EULA, provided you retain no copies, you transfer all of the Software (including all component parts, the media and printed materials and any upgrades) and the recipient reads and accepts this EULA.

## **RESTRICTIONS**

1. You may not delete or obscure any copyright, trademark or other proprietary notice on the Software or accompanying printed materials.
2. You may not decompile, modify, reverse engineer, disassemble or otherwise reproduce the Software.



3. You may not copy, rent, lease, sublicense, distribute, publicly display the Software, create derivative works based on the Software (except to the extent expressly permitted in the Editor and End-User Variation section of this Agreement or other documentation accompanying the Software) or otherwise commercially exploit the Software.
4. You may not electronically transmit the Software from one computer, console or other platform to another or over a network.
5. You may not use any backup or archival copy of the Software for any purpose other than to replace the original copy in the event it's destroyed or becomes defective.

## **EDITOR AND END-USER VARIATIONS**

If the Software includes a feature that allows you to modify the Software or to construct new variations (an "Editor"), you may use such Editor to create modifications or enhancements to the Software, including the construction of new levels (collectively the "Variations"), subject to the following restrictions. Your Variations: (i) must only work with the full, registered copy of the Software; (ii) must not contain modifications to any executable file; (iii) must not contain any libelous, defamatory or other illegal material, material that is scandalous or invades the rights of privacy or publicity of any third party; (iv) must not contain any trademarks, copyright-protected work or other property of third parties; and (v) may not be commercially exploited by you, including but not limited to making such Variations available for sale or as part of a pay-per-play or timesharing service.

## **TERMINATION**

This EULA is effective until terminated. You may terminate this EULA at any time by destroying the Software. This EULA will terminate automatically without notice from the Company if you fail to comply with any provisions of this EULA. All provisions of this EULA as to warranties, limitation of liability, remedies and damages will survive termination.

## **LIMITED WARRANTY AND DISCLAIMER OF WARRANTIES**

You are aware and agree that use of the Software and the media on which is recorded is at your sole risk. The Software and media are supplied "AS IS." Unless otherwise provided by applicable law, the Company warrants to the original purchaser of



this product that the Software storage medium will be free from defects in materials and workmanship under normal use for ninety (90) days from the date of purchase. The warranty is void if the defect has arisen through accident, abuse, neglect or misapplication. If the Software fails to conform to this warranty, you may at your sole and exclusive remedy, obtain a replacement free of charge if you return the defective Software. Follow the Product Return Procedures described in the Manual. The Company does not warrant that the Software or its operations or functions will meet your requirements, or that the use of the Software will be without interruption or error.

**TO THE FULLEST EXTENT PERMISSIBLE UNDER APPLICABLE LAW, EXCEPT FOR THE EXPRESS WARRANTY SET FORTH ABOVE, THE COMPANY DISCLAIMS ALL WARRANTIES, EXPRESS OR IMPLIED, INCLUDING AND WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE AND NON-INFRINGEMENT. EXCEPT FOR THE EXPRESS WARRANTY SET FORTH ABOVE, THE COMPANY DOES NOT WARRANT, GUARANTEE OR MAKE ANY REPRESENTATION REGARDING THE USE OR THE RESULTS OF THE USE OF THE SOFTWARE IN TERMS OF ITS CORRECTNESS, ACCURACY, RELIABILITY, CURRENTNESS OR OTHERWISE. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF OR LIMITATIONS ON IMPLIED WARRANTIES, SO THE ABOVE EXCLUSIONS AND LIMITATIONS MAY NOT APPLY TO YOU.**

### **LIMITATION OF LIABILITY**

**IN NO EVENT WILL THE COMPANY OR ITS EMPLOYEES OR LICENSORS BE LIABLE FOR ANY INCIDENTAL, INDIRECT, SPECIAL, CONSEQUENTIAL OR PUNITIVE DAMAGES, OR ANY DAMAGES WHATSOEVER (INCLUDING, WITHOUT LIMITATION, DAMAGES FOR INJURY TO PERSON OR PROPERTY, FOR LOSS OF PROFITS, BUSINESS INTERRUPTION, LOSS OF BUSINESS INFORMATION, LOSS OF PRIVACY, FAILURE TO MEET ANY DUTY AND NEGLIGENCE) ARISING OUT OF OR IN ANY WAY RELATED TO THE USE OR INABILITY TO USE THE SOFTWARE, EVEN IF THE COMPANY OR AN AUTHORIZED REPRESENTATIVE OF THE COMPANY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE EXCLUSION MAY NOT APPLY TO YOU.**



**IN NO EVENT WILL THE LIABILITY OF THE COMPANY FOR DAMAGES WITH RESPECT TO THE SOFTWARE EXCEED THE AMOUNTS ACTUALLY PAID BY YOU FOR THE SOFTWARE.**

### **CHOICE OF LAW AND VENUE**

This EULA is governed by the laws of the United States of America and the State of New York, exclusive of its conflicts of law provisions. The exclusive venue for litigation regarding or arising from this EULA is New York County, New York and you agree to submit to the Jurisdiction of the courts of New York County, New York for any such litigation.

### **MISCELLANEOUS**

If any provision or portion of this EULA is found to be unlawful, void, or for any reason unenforceable, it will be severed from and in no way affect the validity or enforceability of the remaining provisions of the EULA.

This EULA constitutes the entire agreement between you and the Company regarding the Software and its use.

© 2004 YOSHIHIRO TOGASHI/SHUEISHA • FUJI TV • PIERROT. Licensed by FUNimation® Productions, Ltd.

© 2004 Atari, Inc. All rights reserved. All other trademarks are the property of their respective owners.





# Buu<sup>®</sup> Must Be Stopped!

It will take all of your skill, teamwork and training to take down the evil Buu<sup>®</sup>.



## AVAILABLE NOW!

**Register online today!**

It's as simple as 1, 2, 3!

1. Go to **www.gameregister.com** 2. Enter your game's info 3. Select a great offer  
Receive exclusive game-related info and other special offers by registering online today!

That's it. Atari will not contact you without your express permission.

For more information about our privacy policy, visit

**[www.atari.com/us/privacy\\_policy.asp](http://www.atari.com/us/privacy_policy.asp)**

© 2004 Atari, Inc. All Rights Reserved.

© 2004 BIRD STUDIO/SHUEISHA, TOEI ANIMATION. Licensed by FUNimation<sup>®</sup> Productions, Ltd. All Rights Reserved. Dragon Ball Z and all logos, character names and distinctive likenesses thereof are trademarks of TOEI ANIMATION. All other trademarks are the property of their respective owners.

Atari, Inc., 417 Fifth Avenue, New York, NY 10016 USA

PRINTED IN USA.

Part # 25628M

ATARI